

AMENDMENTS TO THE ABSTRACT:

Please amend the Abstract as follows:

ABSTRACT OF THE DISCLOSURE

A game apparatus includes a CPU, and the CPU executes a game process. When a player character encounters an enemy character in a game world, a battle screen is displayed on a monitor. On the battle screen, an instruction image input pattern according to an operation timing pattern recorded in correspondence to the enemy character is displayed, and a background music (BGM) according to the pattern is output from a speaker. A player ~~weights~~ determines an operation timing by based on the instruction image input pattern and a ~~tune~~ of the BGM (drum part). ~~In a case of a degree of coincidence between~~ If there is a high level of coincidence between the operation timing by the player and a timing of the music pattern ~~is high~~, a damage which the player character applies to the enemy character and ~~an experienced value to be~~ obtained by the player character increases.